		Adventures in Ae	ronautics	
		2006 Mathem		
Delaware Mathema	ation	Grade Level Exp	ectations	
Grade 3	ilics			
Activity/Lesson	State	Standards		
Adventures in	Otate	Otaridards	Connect counting up and counting back to	
Aeronautics	DE	MA.3.1.1.2	addition and subtraction	
Adventures in	<u> </u>	1717 (.0.1.1.2	Add and subtract numbers up to 100 efficiently	
Aeronautics	DE	MA.3.1.2.1	and explain the strategies used	
7101011441100		1717 (10.11.2.11	Develop and use strategies to estimate the	
Adventures in			results of addition and subtraction operations on	
Aeronautics	DE	MA.3.1.2.3	whole numbers	
Adventures in		1717 (10111210	Use pictures and number sentences to	
Aeronautics	DE	MA.3.1.2.4	represent multiplication and division problems	
7 10.0.10.0.100			Develop the concept of multiplication by using	
			models to represent and count the number of	
			groups and the number of elements in each	
Adventures in			group (e.g., repeated addition, arrays, skip	
Aeronautics	DE	MA.3.1.2.5	counting)	
- 101011111			Model situations that involve the addition,	
			subtraction, and multiplication of whole numbers	
Adventures in			using objects, pictures, symbols, and geometric	
Aeronautics	DE	MA.3. 2.2.1	models	
			Develop an understanding of the Commutative	
			and Associative properties of whole number	
Adventures in			addition as a tool to solve problems (e.g., is 3+	
Aeronautics	DE	MA.3. 2.3.2	(7 + 2) always the same as $(3 + 7) + 2?$	
	'	Adventures in Ae	ronautics	
		2006 Mathem	natics	
		Grade Level Exp	ectations	
Delaware Mathema	itics			
Grade 4				
Activity/Lesson	State	Standards		
			Add and subtract larger numbers (e.g., three	
Adventures in			digits + two digits) and explain how the	
Aeronautics	DE	MA.4. 1.2.2	operation works	
Adventures in			Demonstrate mastery of mental math strategies	
Aeronautics	DE	MA.4. 1.2.3	for multiplying numbers (e.g., 25 x 8)	
			Model situations that involve the addition,	
			subtraction, multiplication and division of whole	
Adventures in			numbers using objects, pictures, geometric	
Aeronautics	DE	MA.4. 2.2.1	model, and symbols	
			Develop an understanding of the Commutative	
			and Associative Properties of whole number	
Adventures in			multiplication as a tool to solve problems (e.g., is	
Aeronautics	DE	MA.4. 2.3.2	4 × 5 always the same as 5 × 4?)	
		Adventures in Ae		
2006 Mathematics				
Grade Level Expectations				
Delaware Mathematics				

Grade 5			
Activity/Lesson	State	Standards	
			Multiply and divide by large numbers (e.g., two
Adventures in			digits by two digits) and show why the operation
Aeronautics	DE	MA.5. 1.2.2	works
Adventures in			Use multiplication clusters to build mental math
Aeronautics	DE	MA.5. 1.2.3	strategies (e.g., 5x2, 5x20, 50x2, 50x20)
Adventures in			Use partial products to verify how multiplication
Aeronautics	DE	MA.5. 1.2.4	algorithms work
			Use and apply various meanings of
Adventures in			multiplication and division (e.g., fair share,
Aeronautics	DE	MA.5. 1.2.5	repeated addition/ subtraction, compare, rate)
			Multiply fractions by whole numbers using
			models such as: clock fractions, number/ratio
Adventures in			tables, number lines, fractions strips, skip
Aeronautics	DE	MA.5. 1.2.8	counting or array models
Adventures in			
Aeronautics	DE	MA.5. 3.3.10	Measurement. Find elapsed time